

Figure 1  
(prior art)

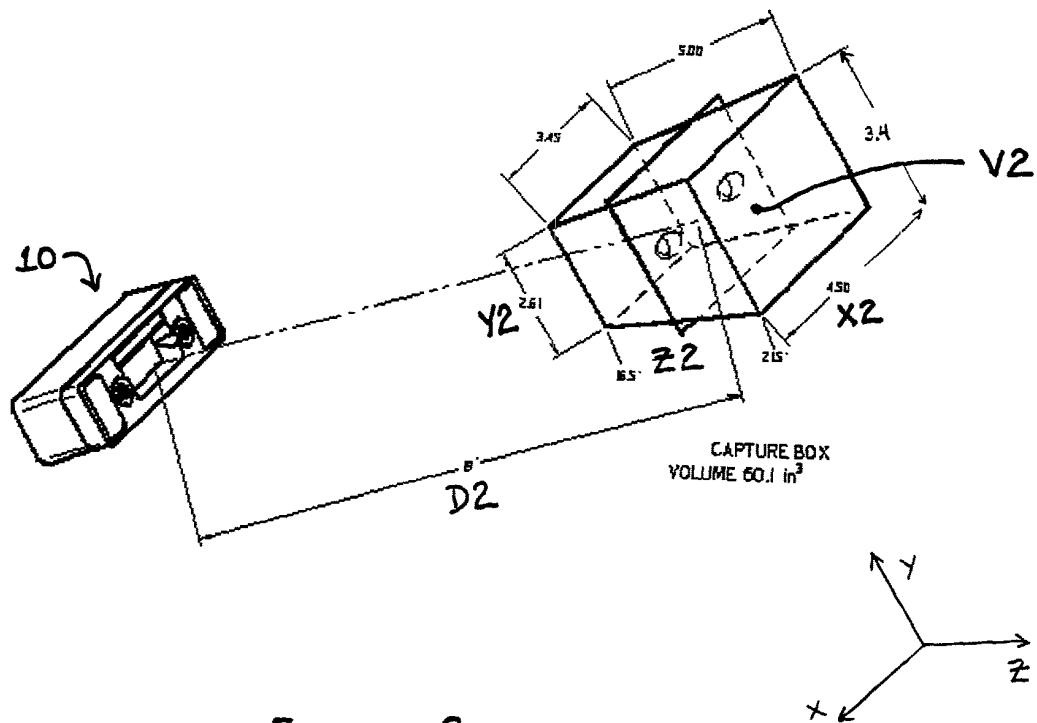


Figure 2

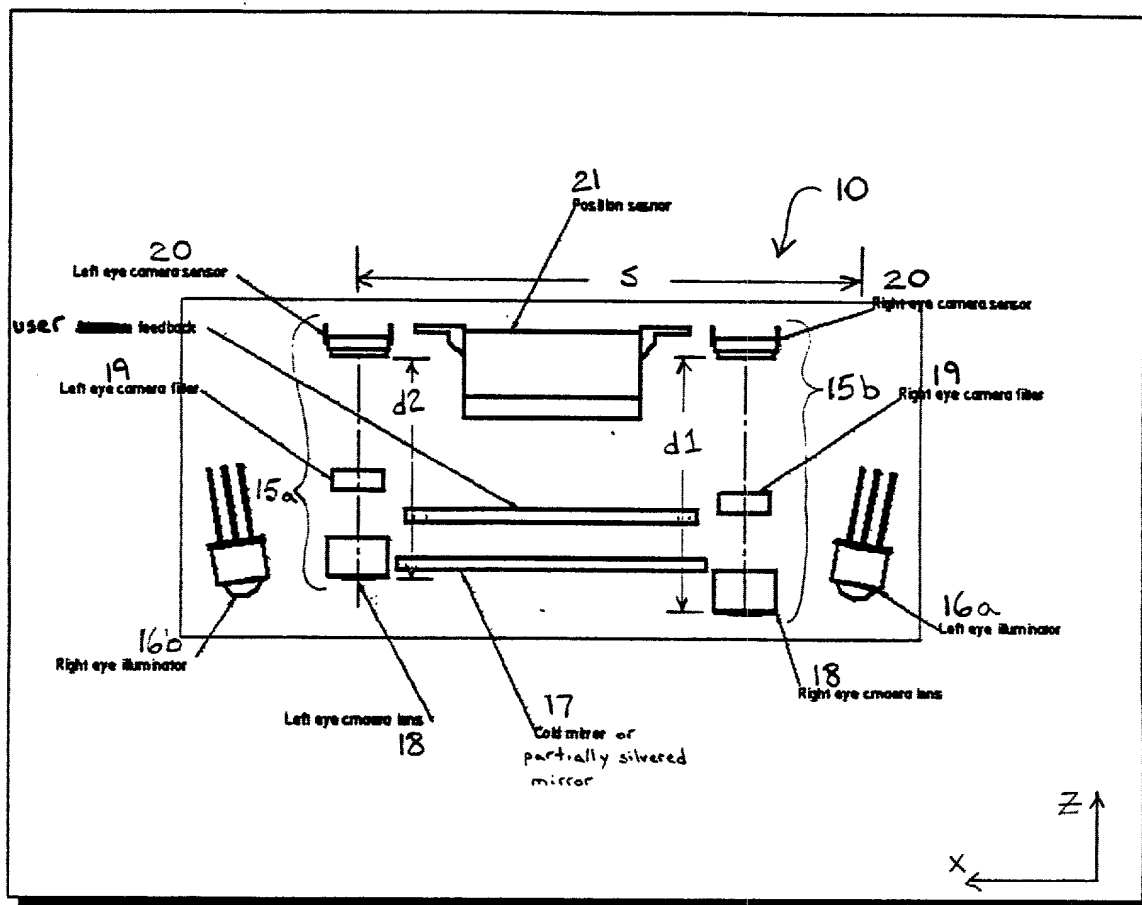


Figure 3

Figure 4A

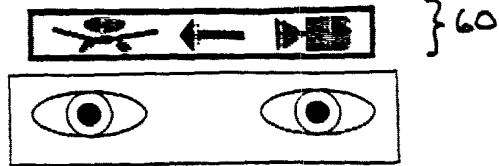


Figure 4B

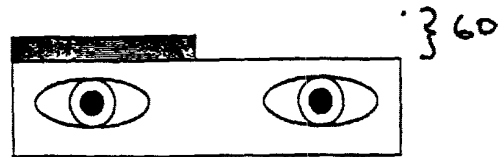


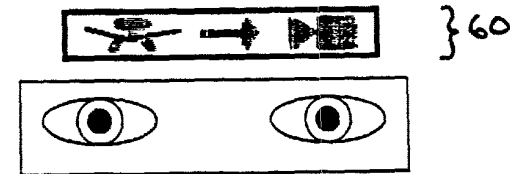
Figure 4C



Figure 4D



Figure 4E



IRID-0404-FIG 4A-E

Figure 4F

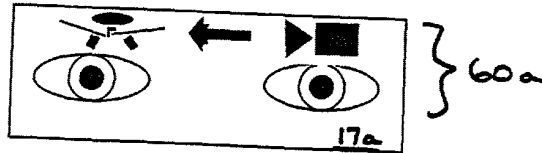


Figure 4G

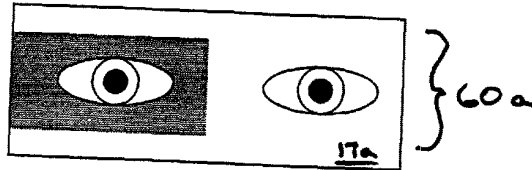


Figure 4H

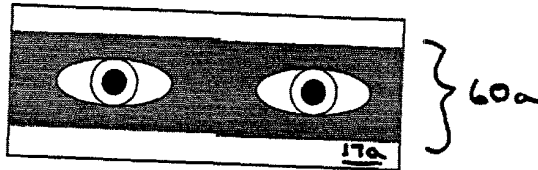


Figure 4I

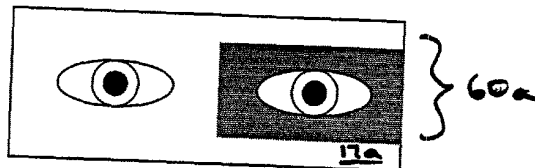


Figure 4J

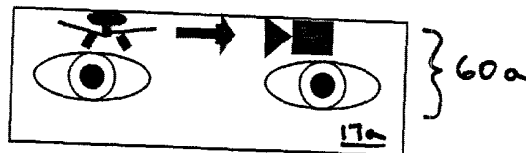
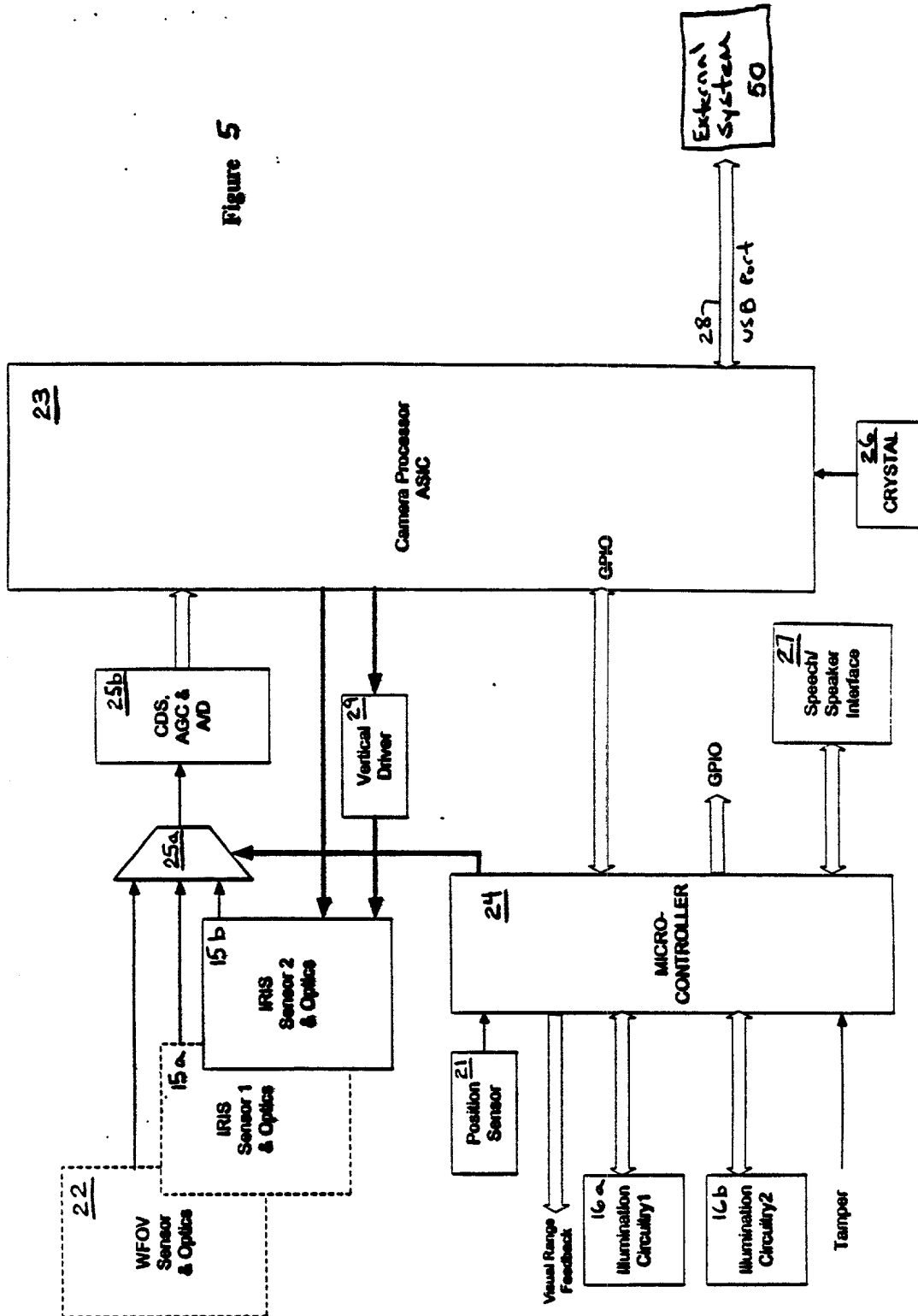


Figure 5



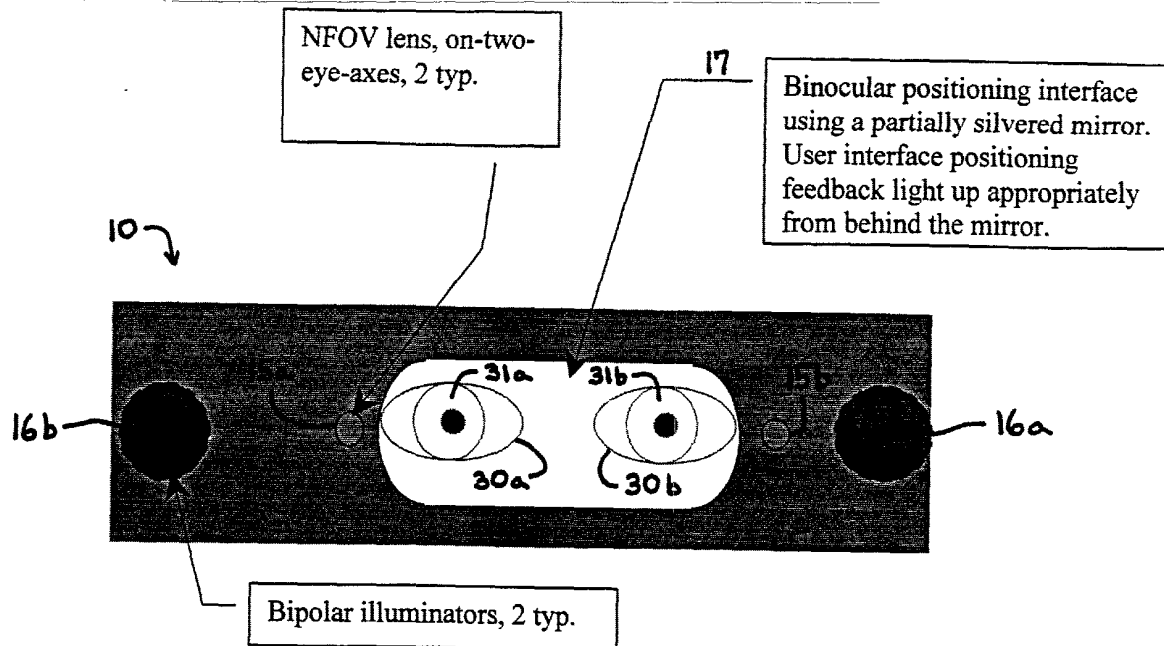


Figure 6A

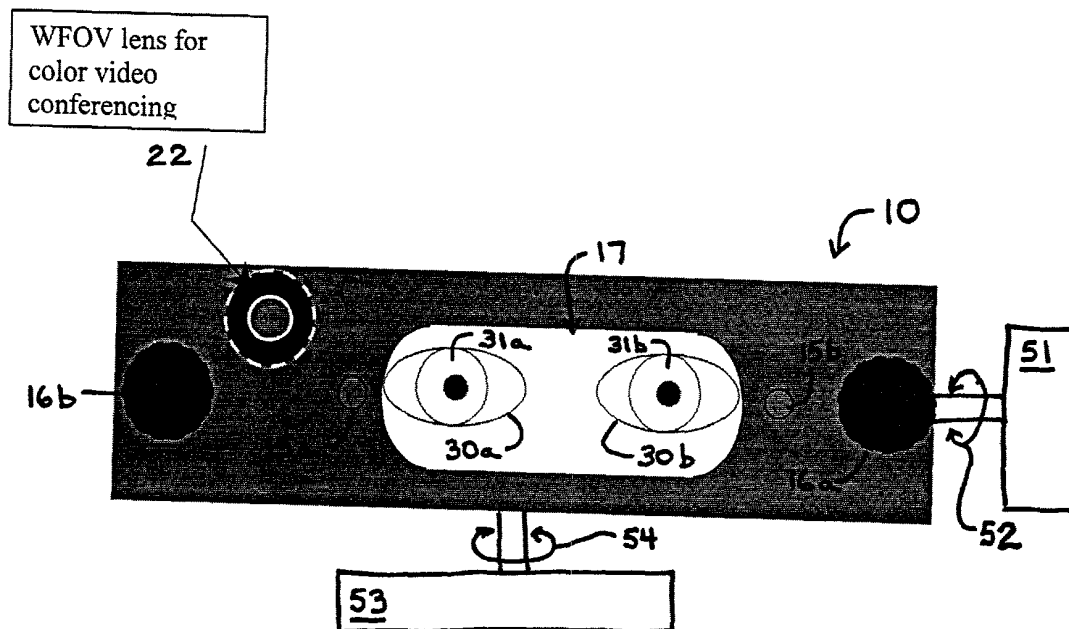


Figure 6B

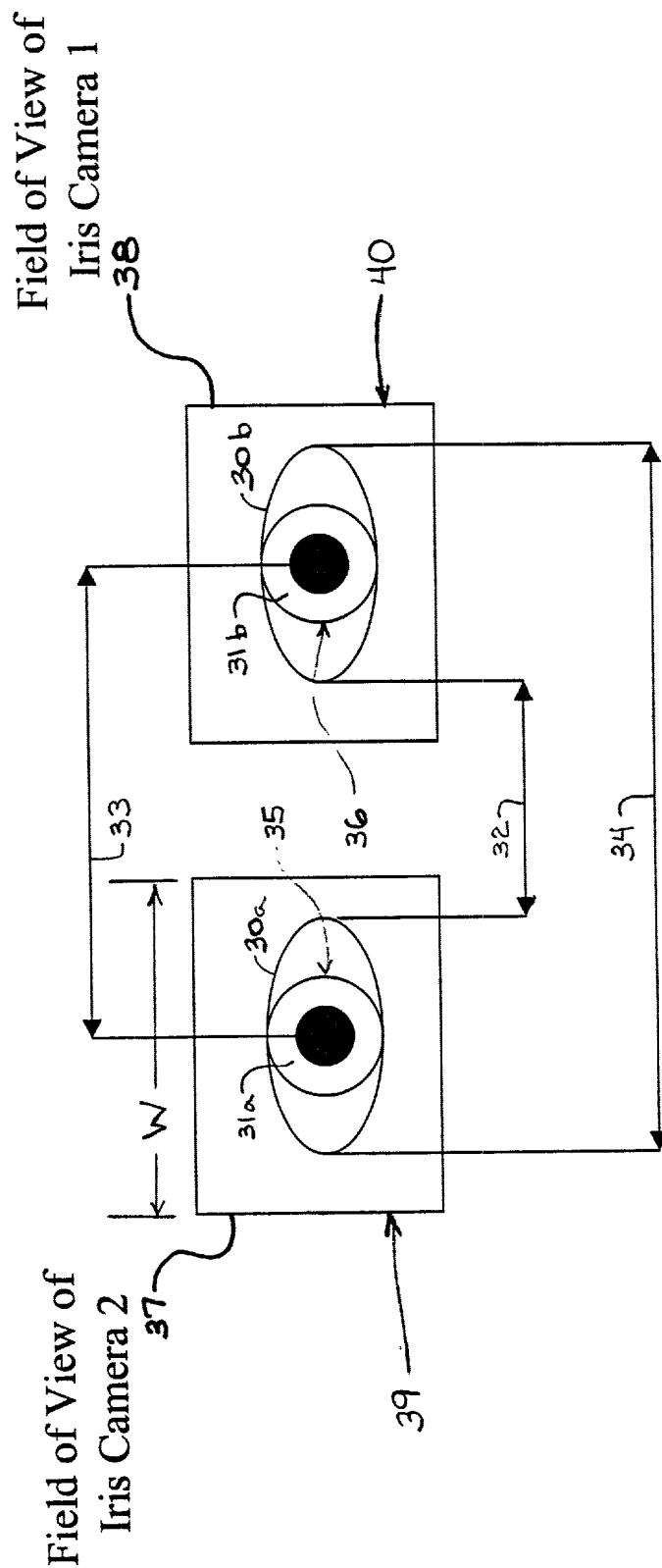


Figure 7A

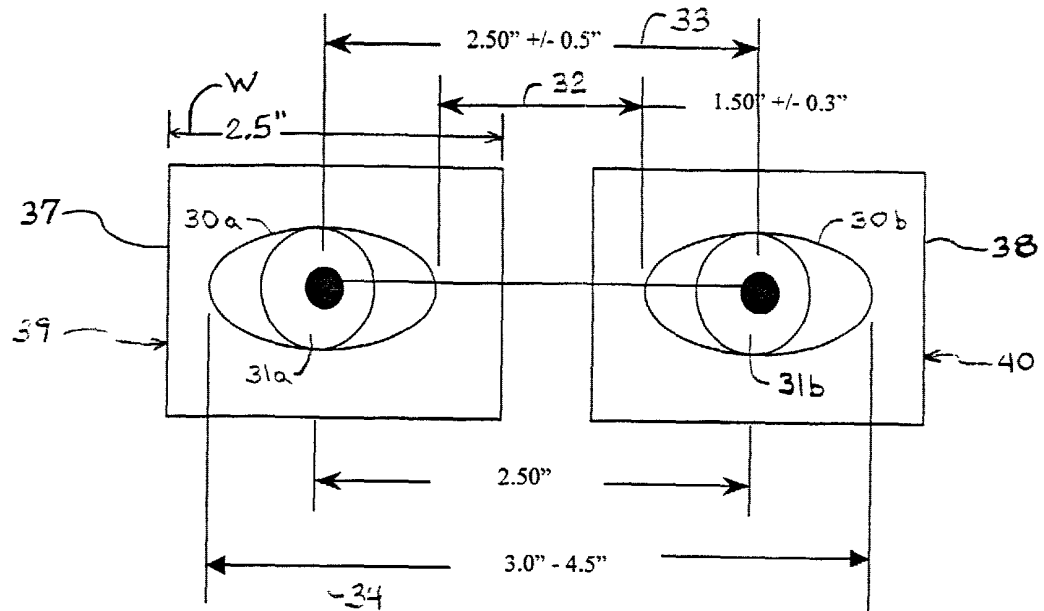


Figure 7B  
 Eye geometry with two capture areas overlaid for each eye

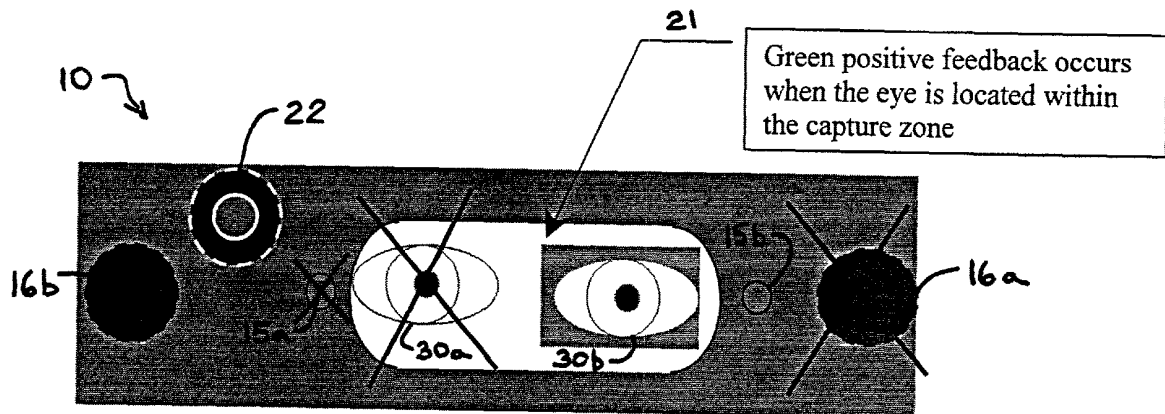


Figure 8  
 Moment of capture for the right eye. The right camera and the left illuminator is active.



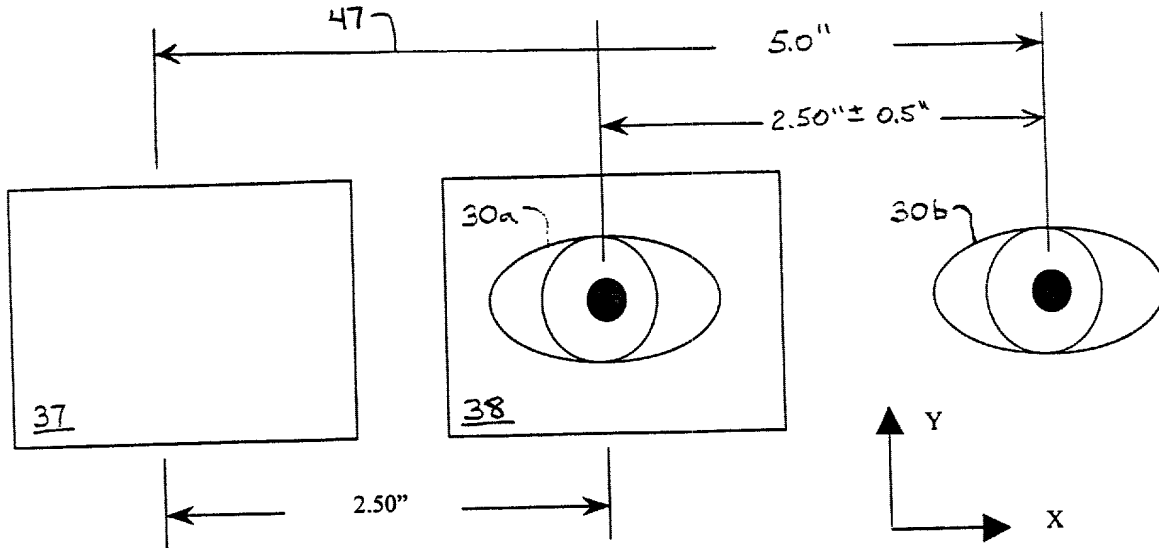


Figure 9  
A horizontally offset eye in an image capture situation

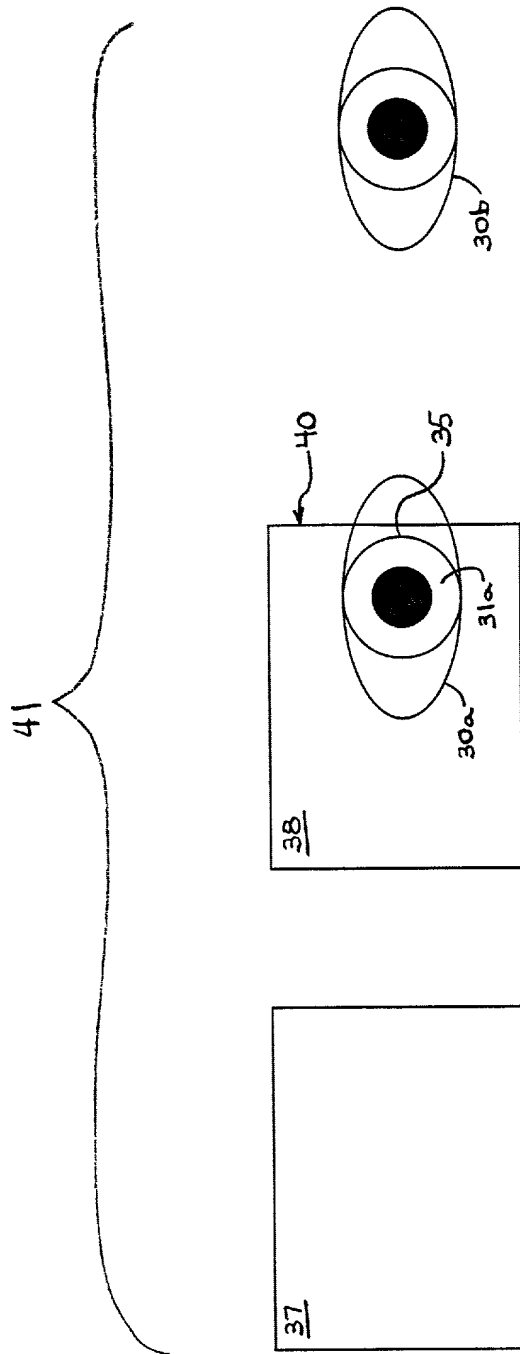


Figure 10A

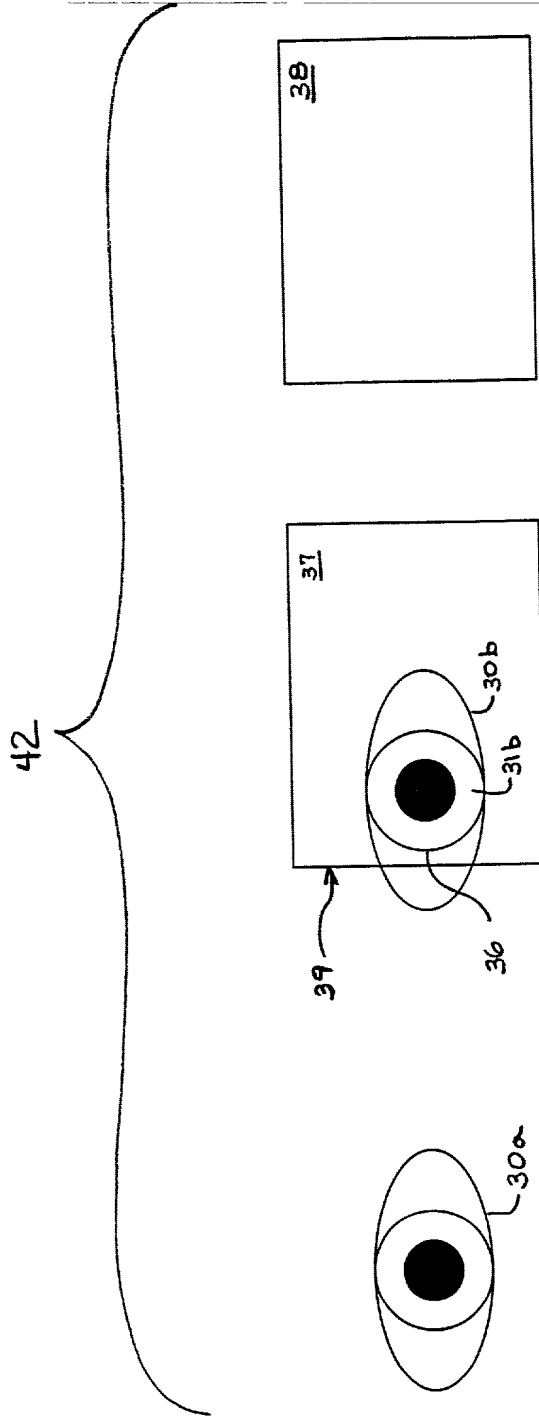


Figure 10B

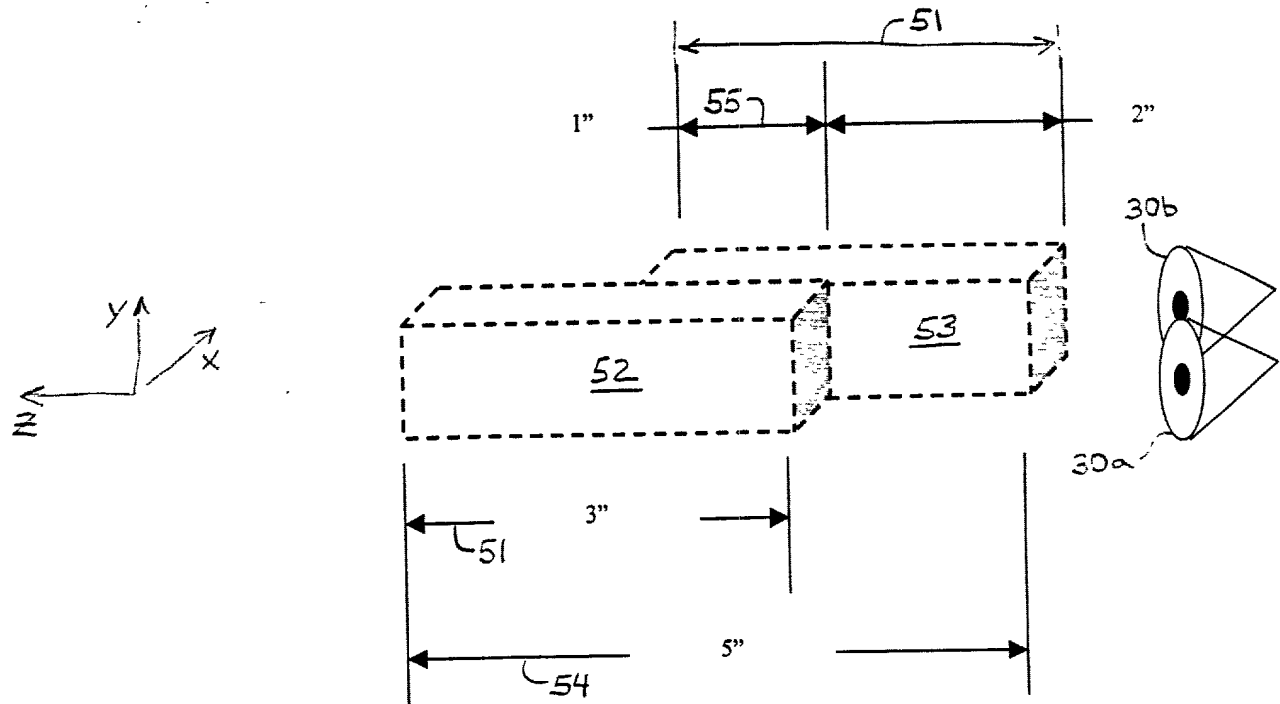


Figure 11  
 Two non-coincident object distances causing an apparent extension of the Depth of Field

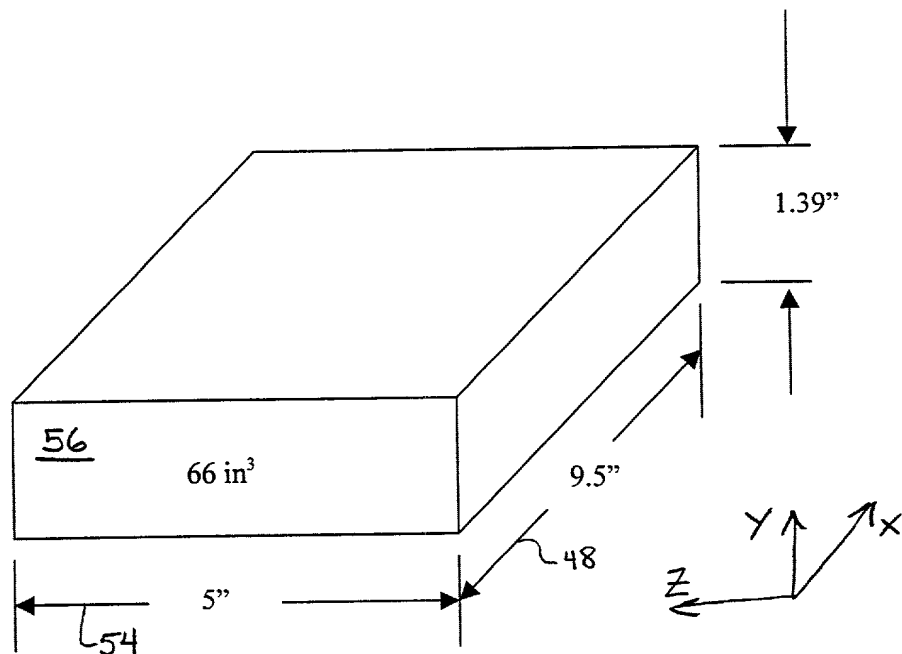


Figure 12  
 The apparent capture volume created by the capture volumes of Figure 11.

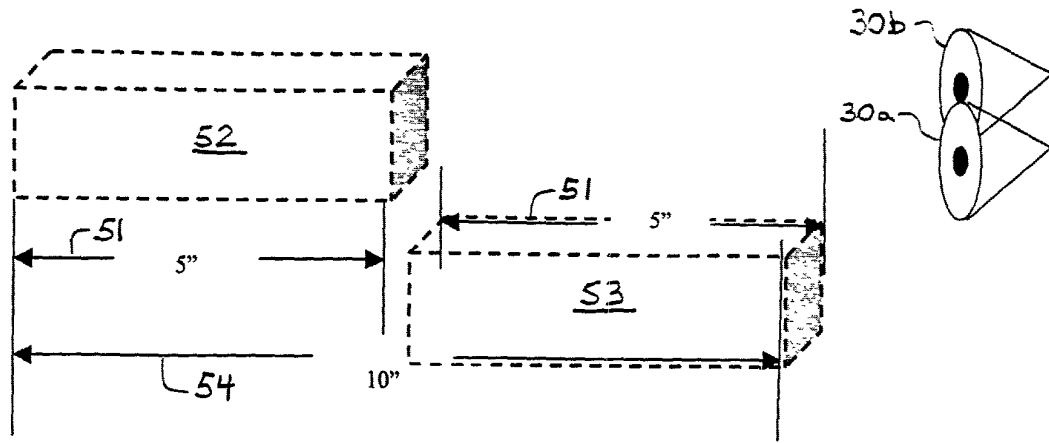


Figure 13  
 Two non-coincident capture volumes generated by a higher F# from each lens

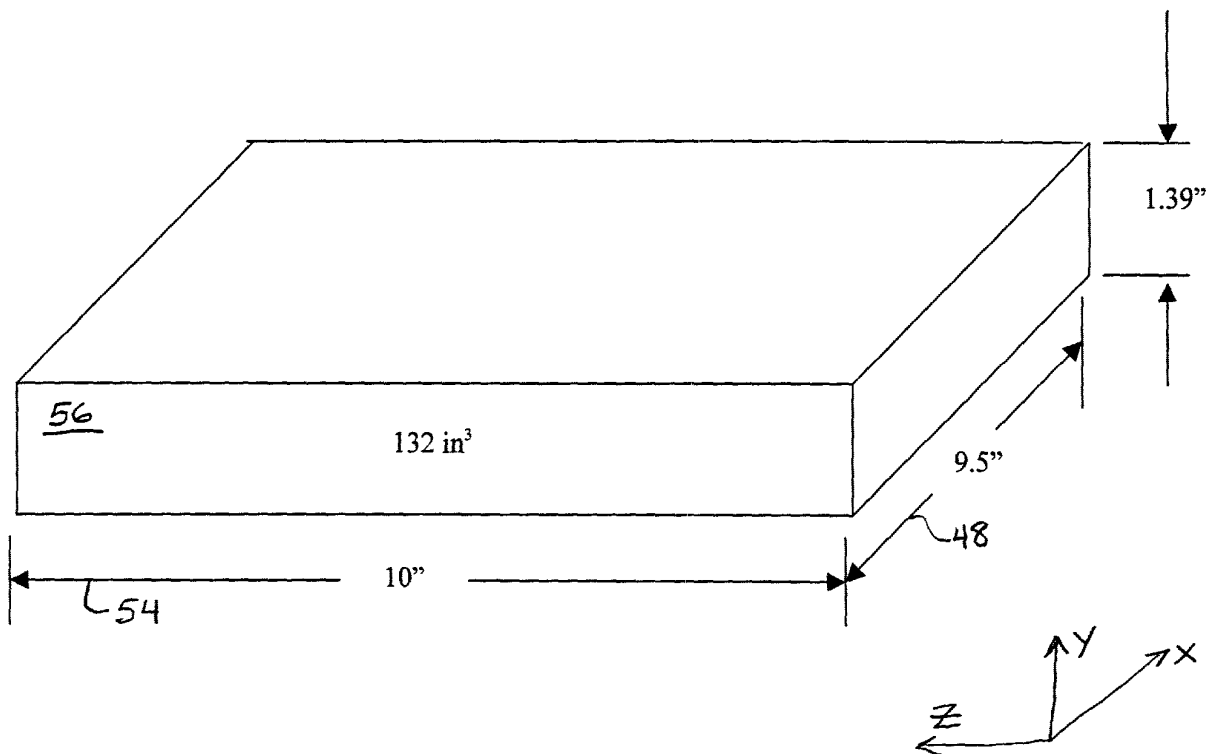


Figure 14  
 The apparent capture volume created by the capture volumes of Figure 13.

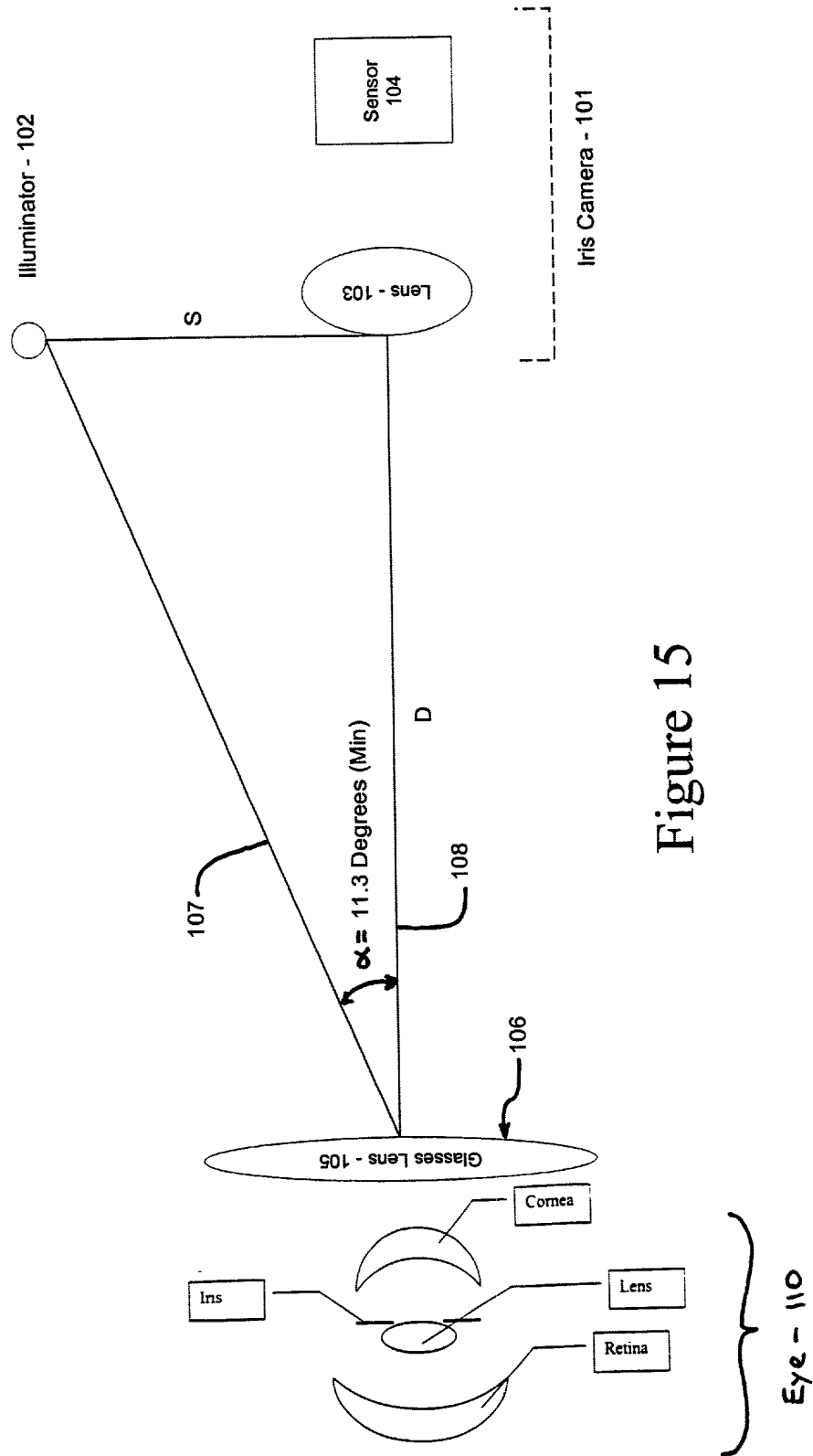


Figure 15

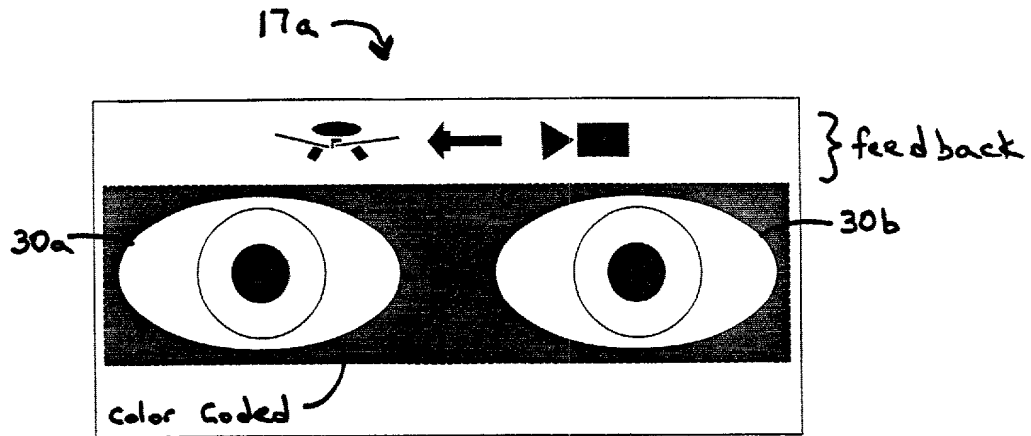


Figure 16: Partially Silvered Mirror Interface with feedback

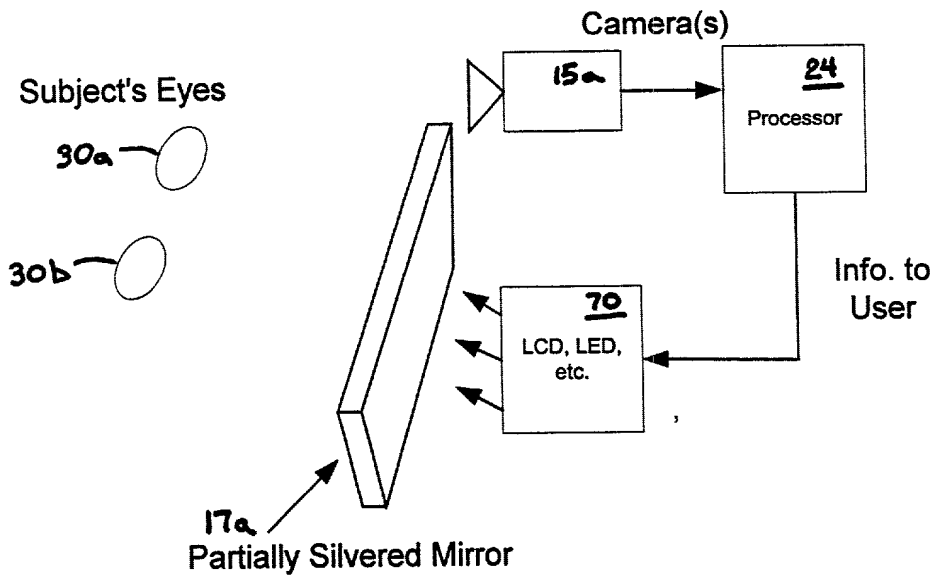


Figure 17: Side view of interface showing backlit interface and subject's eyes

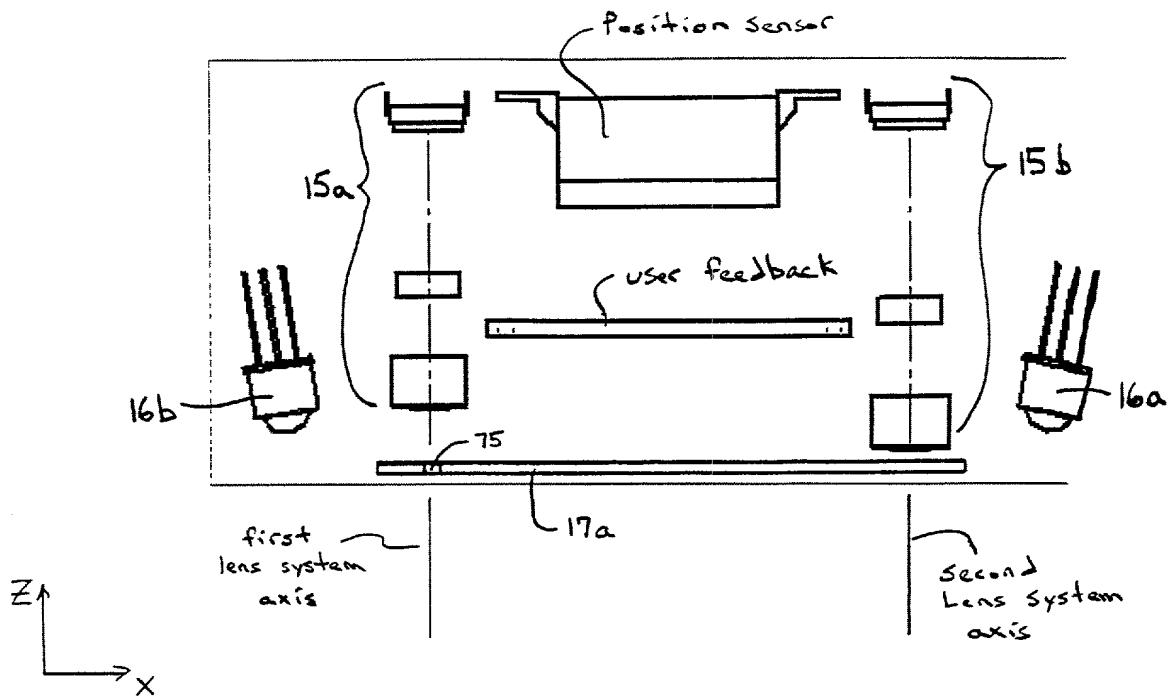


FIGURE 18